

COMMANDER STEEL CHEAT SHEET

Basic Terms:

- **APs=Attribute Points:** measurement for everything in game, each point is a value twice as much as the one preceding
- **RAPs=Result Attribute Points:** The APs generated as the result of a Dice Action
- **Automatic Actions:** Things a character can do automatically (move a certain amount, activate a power, look around)—generally you have 2 automatic actions in a combat round, one of which can be used to move
- **Dice Actions:** Things a character does that require a dice roll to resolve
- **AV=Acting Value:** trying to hit, attempting to use a skill/power, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **OV=Opposing Value:** trying to avoid being hit, evade discovery, etc. Can be DEX, INT, INFL, APs of Power/Skill, etc.
- **EV=Effect Value:** doing damage, effect of power/skill, etc. Can be STR, WILL, AURA, EV of weapon, APs of Power/Skill, etc.
- **RV=Resistance Value:** resist damage (armor, toughness, power/skill) or resist effect of power/skill, etc. Can be BODY, MIND, SPIRIT, APs of Power/Skill, etc.
- **Hero Points:** used to create characters and to affect the game state (can add temporarily to attributes, be spent to heal, to change environment, etc.

Combat Procedure

1. **Activate Automatic Powers (Protective Powers only)**
2. **Roll Initiative**
3. **Declare Actions—lowest initiative first**
 - a. Declare any maneuvers or any changes in AV/OV/EV/RV from maneuvers, or use of Hero Pts.
 - b. 2 Automatic Actions (1 or which can be movement), 1 Dice Action
4. **Perform Actions—highest initiative first**
 - a. Roll 2d10 and add together—explode doubles, any double 1 action automatically fails
 - b. Tell me AV/OV/EV/RV (with any temporary changes that you previously declared) and die roll—I resolve on chart, including column shifts
 - c. Damage applied to Resistance Attribute (Body, Mind Spirit)—decide immediately whether to Last Ditch Defend or make a Desperation Recover Check

Commander Steel's Powers and Most Common Combat Skills/Maneuvers

- **Powers:**
 - **Density Increase:** increase mass at will (p. 128). Each AP of power engaged:
 - 1 AP added to RV against Physical Attacks
 - 1 AP added to weight
 - 1 AP subtracted from DEX for every 2 APs of power engaged
 - **Jumping:** leap distances and/or heights=AP of power engaged (p. 121)
 - **Running:** move across level ground/surfaces normally traversable at APs of power engaged (p.122)
 - **Skin Armor:** add APs of power to RV against Physical Attacks that cause injury through force or impact (no effect v. physical attacks such as gas or radiation, p. 123)

- **Weaponry:** use AP of Skill for AV of attack with weapon, EVs of damage dependent on weapon
- **Common Combat Maneuvers:**
 - **Offensive:** Critical Blow (harder to connect, more damage, p. 20), Devastating Attack (more powerful Critical Blow, p. 20), Flailing Attack (easier to connect, less damage, p.20), Grappling Attack (p. 21), Multi-Attack (p. 21), Sweep Attack (using an object to hit multiple targets, p. 22), Team Attack (p. 22), Pull a Punch (cause slightly less damage to not cause Knockback, p. 22), Planned Knockback (p. 22), Charge (p. 22), Take Away (p. 23), Trick Shot (p. 23)
 - **Defensive:** Block (p. 23), Dodge (p. 24)
 - **Initiative:** Press the Attack (your targets have their OV reduced -1, your OV also reduced -1, p. 24), Laying Back (your targets have their OV increased +1, your OV also increased +1, p. 24)
- **Last Ditch Defense and Desperation Recover**
 - **Last Ditch Defense:** immediately spend up to your RV in Hero Points to reduce RAPs of damage
 - **Desperation Recovery:** pay 15 Hero pts. to make a Recovery Check (p. 19) (your character or another—unless under 0 Current Condition, then pay 1 to increase only to 0)

Character Interaction

- **Interrogation, Persuasion, Intimidation:** All use Influence/Aura as the AV/EV, Influence/Spirit as the OV/RV. RAPs generated determine degree of success or failure.

Commander Steel's Non-Combat Skills

- **Military Science:** six basic subskills: Camouflage, Cartography, Danger Recognition, Demolition, Field Command, Tracking. (See 3rd edition or excerpt on website)
- **Vehicles:** Automatic Actions don't require a check. Trick Maneuvers receive a Column Shift of +1 to +10 to the OV (p. 155)
- **Scientist:** analyze structure of physical objects (AV/EV=AP of skill, OV/RV of character that designed object,) draw blueprints for objects (p. 154)
- **Thief:** six basic subskills: Escape Artist, Forgery, Locks and Safes, Pickpocketing, Security Systems, and Stealth. See p. 154)
- **Using Skills "Unskilled:"** Acrobatics, Animal Handling, Detective, Gadgetry, Medicine, Military Science, Scientist, Thief, Vehicles, Weaponry—Substitute the Link Attribute (listed in the Rules Manual), +2 Column Shifts to OV/RV (Artist, Charisma, Martial Artist, Occultist cannot be used unskilled)